Football Manager 2

Guide and Instructions

DISTRUCTIONS FOR FM2 16 BIT If you wish to save a game make more you have a

blank formated duc before you load your

DISTRUCTIONS FOR FM2 8 BIT If you wish to save a name make sure you have a

black causens LOADING INSTRUCTIONS FOR

FM2 8 BIT

SPECTREM 48K - Type LOAD" now prest RETURN

SPECTREM +3 (Disc) - Per disc into drive A.

press RESET and thus press ENTER. AMSTRAD (Disc) - Type RUN "TMI" sow

AMSTRAD 464 (Tape) - Hold down CTRL

and tap the small ENTER key. AMSTRAD 6128 (Tape) - Hold down the SELFT KET and press the fir key, then type TAPE.

now press RETURN, Type RUN" and then press

C64 (Disc) - LOAD TMT At new press

C64 (Tape) - Hold down SBEFT and present the RUNSTOP her

SAVING DISTRUCTIONS FOR FM2

SPECTRUM 48K - buert black tape mes your tape deck and wind past leader.

Set tape index to 000 if first save. Please keep a note of the index numbers so as not to erase a previously saved game.

Now press PLAT and record on your tape deck. Select a file number (0 to 9) and press FIRE Rease he careful that you don't overwise the program or any previously saved file

Please leave a 10 second gap between each FMD

ANESTICED (Tupe) - Iruser blank tape into your tape deck and wind past leader. Set index to RRI if first save. Please keep a note of the index numbers to as not to erase a previously saved

Press PLAY and record on your tape deck Select file number (2) to 51 and crees FORE Please be careful that you don't overwise the program or any previously saved the

Please leave a 10 second gap between each FMI

1 - it is a complete re-write

THE NEW GAME

and substitutions.

CONTROLS

ACTION

UP

DOWN

LEFT

RIGHT

FIRE

on which the game is played.

midfield and attack as follows:-

FIRE again will select one.

him back to the reserves.

pressing FIRE to select.

PLAYING GUIDE

less you will get no more offers.

TEAM SELECTION CONTROLS

2. When FIRE TO QUIT is displayed -

follows:-

market. Training etc.

enjoyment from Football Manager 2.

QUICK START TO PLAYING

basic guide to playing Football Manager 2.

JOYSTICK

UP

DOWN

LEFT

RIGHT

FIRE

displayed pointer. FIRE is used to confirm a selection.

(see Team Selection Controls for details of how to pick the team).

This is shown in three sections for your Defence, Midfield and Attack. Each team is shown with the players in their playing positions. The four paired slots on each screen show the man-to-man marking of players. That is players in slots horizontally next to each other on a screen will mark each other during the match action.

The slot at the top of the screen contains your reserve players and can be rolled through to select them.

The skill of individual players affects the match action significantly.

In the man-to-man marking, players with higher skill will tackle more

effectively and dribble the ball more successfully past opponents of

For each half of the match, all of the players in the twelve marking

zones are compared with their opposing players and, with a random

factor thrown in, the highest value player will start a new playing

the two players is close, no action sequence will occur. Thus you can

of them by the way you match the skill of your players up against the

opponents with the man-to-man marking.

influence the whereabouts of the start of anacks and the likely number

action sequence in possession of the ball. If the difference between

2. Playing Skill (see Player attributes)

Please be careful that you don't select the same file number twice as the SAVE routine in

····· NOTE ·····

C64 (Yape) - Saving as per Spectrum saving

SPECTRUM +3 (Disc) - Serveg us per America

AMSTRAD (Disc) - Place a new formatted duc-

Select SAVE on management acreen.

Select Sie number (9 to 9)

disc serving testruction

C64 (Disc) - Savag as per Amutrad disc savag

LOADING INSTRUCTIONS FOR TM2 16 BIT

ATARI ST - insert dust poo drive and turn on your computer

After you have road the message, press your

Now double click your left mouse before on the TM2 icon.

ANDGA - braiest disc into drive and furz on your CONTENUES.

DEM PC AND COMPATIBLES - Insec your duc tree drive A and turn on your computer

SAVING INSTRUCTIONS FOR FM2 16 BIT (Atari ST, Amiga, IBM PC and Compatibles)

Place a new formatted disc imo drive. Select SAVE on management acreen. Select file number (0 to 5).

Press FIRE Please he nameful that your rivery palact the name

Football Manager 2 is not just an improvement on Football Manager

FM2 contains many improvements on FM1 yet still contains the basic

ingredients that made FM1 one of the biggest selling home computer

I have completely redesigned the graphics match action and the tactics of team selection. Your team now plays to the style and

performance of your individual players. There is skillful passing,

tackling, crosses, lobs into the net, diving goalkeeper saves, close

marking, close passing play, kick-and-rush - in fact an infinite variety

Tactical changes include man to man marking, choice of formations

Other enhancements include League Cup matches, full 92 team league,

Sponsorship, Success points, Goal scorer display, Enhanced transfer

There is an endless variety of techniques of playing this game and

I'm sure you will enjoy developing your own Football Management

I have worked very hard over many months to provide you with a

To get the best out of the game you will need to study the following

instructions carefully but to help you get into the game quickly I have

identified some of the instructions between the words "NOTE" and

"NOTE END". Reading what is enclosed by these will give you the

The whole game is controlled using joystick type movements as

The use of Joystick, Mouse or Keyboard is dependent on the computer

The game uses UP/DOWN/LEFT/RIGHT to select items using the

·····NOTE·····

Team selection is carned out over three screens depicting defence,

1. The reserve pool slot is at the top of the screen. Pressing FIRE

a) UP/DOWN will scroll through your reserve players and pressing

when pointing to this slot will produce the FIRE TO QUIT message.

b) LEFT/RIGHT will move to the next right or left screen if possible.

c) FIRE again will end team selection if 11 players have been picked.

3. Moving the pointer to an empty slot and pressing FIRE will transfer.

the reserve player displayed at the top of the screen to that slot

4. Pressing FIRE on a slot that contains a player selected will transfer

5. When team selection ends you will be allowed to select two substitutes by scrolling UP/DOWN through your reserves and

6. At half-time you will be able to alter your team and bring on

7. Note that display slots are placed over the actual areas of the pitch

.....NOTE END.....

that each individual player will cover in your team formation.

At the start of the game you will be able to choose your team.

At the start of each season you will be offered sponsorship. The

rating (MR). A MR of 100 will give you a 75% chance of another offer

Then choose your skill level: start at I until you gain experience and

playing skill. The higher levels help you to maintain a challenge in

nlaving the game. playing skill. The higher levels help you to maintain a chauetige in

playing skill. The higher levels help you to maintain a cremence in

maximum is 50,000 per division (i.e. Division I = 200,000). If you reject

a sponsor the chances of another offer depend on your managerial

whilst a MR of 50 will give you a 50% chance. If your MR is 25% or

MOUSE

UP

DOWN

LEFT

RIGHT

BUTTON

KEYBOARD

RETURN/ENTER

Q

very entertaining game, I hope you have many, many hours of

of action. There are even Action Replays on 16 bit machine versions.

formation that you select and you can actually watch and assess the

Elementer two as the save rostore it destructive

N.B. If the marking players are close in skill they will probably neutralise each other. If the skills are significantly different, the highest will probably win and start an attack with the ball at his feet. A player marking free space will probably start an attack from there, as the game treats him as marking a skill rating theyer.

Players playing out of position, e.g. a Defender playing in Midfield will play as if they have a skill rating of only 2.

.....NOTE END.....

The goalkeeper's skill is a measure of his ability to save shots.

3. Formation

There are twelve possible zones in which you can place your outfield players. These are depicted by the four playing slots for outfield players on each of the three team selection screens. Thus you can play in many formations i.e. 4-3-3, 4-4-2, 4-2-4 etc. Since your team will play in the positions you choose you can decide to play defensively, attacking, with wingers, down the middle or however you wish.

NOTE

The team selection slots are directly over the area of the pitch which the player in that slot will play when the action starts. Any player in the horizontally adjacent slot will mark him during play and will play in the same zone. Players will also cover areas of the pitch next to their own if there is no player covering that area. Note that this zoning of players allows you to spot the performance of individual players because you can identify them by their position.

·····NOTE END·····

4. Opponents

The skill of your opponent's players will depend on who you are playing against. If you progress through the cup you will play more skillful teams as you advance. Top league teams will also be stronger opponents than lowly teams.

Fitness

Playing in a match will affect each player's litness. They will pick up knocks during play and may be injured.

You must pick eleven players before you will be allowed to end team selection. You will then be required to pick two substitutes. The substitutes may be brought on and the team formation changed at half

7. Playing Styles

During the Extra Training part of the game, you can modify the playing style of your team. The effect of this is visible during the match action. Thus your team will use close or long passing, or high passes as you have selected. Note that different opponents will also use varying

8. The Action

Each half of the match will consist of several action sequences. (See Playing Skill for details of how each sequence starts). Each sequence continues until either the ball is out of play, a goal is scored or the goalkeeper saves a shot.

The match action allows you to see the result of your actions. The skill of players you have selected and how you have positioned them will visibly affect what happens!

9. The Home Team

The Home Team will always start the match playing from left to right.

10. Half Time

At Half Time you can bring on substitutes and after your team formation. This can be very useful, I'll give you an example:

In one match I noticed that my team was doing badly in midfield and I was one down at half time. I moved one midfielder over to mark the opponent's most successful midfield player and moved another out to the wing to give some width to the midfield play. I also moved an attacker out onto the wing. The extra width in midfield allowed my team to get round their strong midfield players and my attacking winger's crosses brought 4 goals in the second half and my team won

MATCH RESULTS

After your match either:

a) The other league results and league table will be shown. b) The result of your cup match shown.

INJURY REPORT

This displays a list of your injured players. Players with a fitness value less than 50% are injured and unfit to play. Players will accumulate knocks when playing in matches, and possibly sustain long term injuries. Players will recover their fitness gradually when rested from match play.

FINANCE

This shows the profitability of your chib. If your chib has a negative bank balance, you will be sacked.

Gate receipts are dependent on who was playing at home. If you are successful as a team your home receipts will rise. Cup success also produces high gate receipts.

mana bankall in a satel of upor Transfor Market trading. messa nameal is a soral of water Transfer Market trading.

SELL PLAYERS

All of your players are listed during the sell player routine so you can check your squad. You will be able to sell a player if you wish and an offer up to his displayed value will be made for him if you do. If you reject the offer you will have to wait to the following week to try again. Remember you are paying wages for all players in your squad even if they are not picked to play. Also if you have less than thirteen players you cannot make up a team and matches will be forfeited.

BUY PLAYER

Up to three players will be for sale. You may bid for any of them. The higher your bid, the more chance of purchase. You may even be able to buy them for less than their value. The SQUAD TOO BIG message means you must sell a player before any more will be offered for sale.

EXTRA TRAINING

This feature allows you to modify the way your players pass the ball. It is an advanced feature and is best left unaltered until you have got used to the gameplay and watched a lot of matches

Passing Height allows you to increase/decrease the height of passes Basically high passes will produce a Kick and Rush style which can help to, say, bypass a weak midfield. Low passing will lead to closer

Passing Length allows you to increase/decrease the length of passes. Short passing will suit a highly skilled team that dribbles well. Long passing may suit a side with wingers.

The tips on Passing Height and Length above are just a guide and you will be able to develop your own technique to suit your team and style of play. You will see the effect of your passing style on the pitch. If you get the PERFECTED message it means that you have reached

the maximum or minimum length or height and more of the same extra training will not have an added effect.

THE SEASON You will play all of the other teams in your division once and play through the Cups as far as you progress. Promotion and Relegation at the end of the season is three up three down.

SUCCESS

The aim of the game is to be as successful as possible and try and win the Treble of League and Two Cups. However the game is designed to be enjoyable enough for you to play as long as you like.

PLAYER ATTRIBUTES

Players have 5 attributes which are shown on the various displays: Name - the players name is shown.

..... NOTE

Sidil - in the ranges 3 to 9. This affects his play during the match. A player out of position e.g. a defender in attack or a midfield player playing in goal will play with a skill value of 2.

Fitness - out of 100. This is reduced by playing in a match as the player receives knocks or injuries. A player who is rested in the reserves will recover some of his fitness. A player with a fitness value of less than 50 is too badly injured to play.

Position - G, D, M, A. As follows:-

G Goalkeeper

D Defender

M Midfield Player A Attacker

These are the players correct playing positions. Note a player playing out of position is less effective (see Skill above). Playing positions are easy to identify on the team selection screen. The goalkeeper's slot is over the goal. Defender's slots are on the same screen as your goalkeeper. Midfield players slots are shown against the middle pitch

value - 30,000 to 360,000. This is directly affected by the player's skill and the division you are playing in. It will affect his transfer market purchase and sale price.

..... NOTE END

Football Manager 2

AMESTRAD (Disk) - Insecure dischess suovo

Premore FUOCO

millicona FM2

il computer

districtivo

water and him house the missis of a such sides in di pessone Scegliere numero di file (da 0 a 2)

Amenatore a non sceptiere lo sresso missaro di file

due volte, perché la rounne di salvare e di npo-

SPECTRUM +1 - Come per l'Amerad Disc.

ISTRUZIONI DI CARICAMIENTO 16

ATARI ST - Inserire discheto nel drive e

premere la BARRA SPAZIATRICE Quadi

accendere il computer. Dopo letto il messaggio.

premere due volte il bottone di sunstra del mouse

ANGGA - bransse dachero nel drive e accendere

EEM PCE COMPATURELI - Inserun dischero

ISTRUZIONI SALVATAGGIO 16 BIT

nel drive A, e accendere il compiner

(Atari SY, Amiga, IBM PC e

Insecue us discheno nuovo foreutiste nei

Sceptere SALVARE sulla radeata di gestione

Scephere un numero di file (da 0 a 2) Premore

Attentions a not scrobers due volte lo stesso

numero di file, posche questa muime e di tipo

COMPATERELI)

districtivo

C64 (Cassetta) - Come per la Spectrum.

C64 (Disc) - Come per l'Amerad Disc.

ISTRUZIONI PER ALLENATORE 2

Qualora si desideri salvare una partita, assicuraria

di disporre di una dischetto formattato vuote. ргата di октоми I ргодтатита.

ISTRUZIONI PER ALLENATORE 2 8 BIT

Qualora in desident salvare una partita, annicurarsi di disporre di una cassetta visoto

ISTRUZIONI DI CARICAMENTO

ALLENATORE 2 8 BIT

SPECTRUM 48K - Battere LOAD" a premere

SPECTRUM +3 (Disc) - Irsenze dischetto in Drive A. premere RESET e poi ENTER. AMSTRAD (Disc) - Banere RUN "FM2" o

premere RETURN AMSTRAD 464 (Cassetta) - Tecando

premisto CTRL battere ENTER minuscolo. AMSTRAD 6128 (Cassetta) - Terendo premino ditanto SELFT, premore to , quanda bamere TAPE e premece RETURN Poi bamere RUN" e

ADCOCA RETURN C64 (Disc) - Cancare "FMZ",8,1 e premere

C64 (Cassetta) - Terendo premuso SHST. battere RUNSTOP.

ISTRUZIONI PER SALVARE FM2 8

SPECTRUM 48K - Inseriro casseña vuota bei registratore e mavvolgere fino alla testa.

Se si tratta del primo salvataggio, amerare il contatore Prendere sempre nota del numero sul contatore, in modo da non cancellare quarso gia

Premere, por PLAY + RECORD subrequentore. Scephere un numero di file (da 0 a 9) e poi premere

Pocordario di lasciare un intervallo di 10 secondi tra ciascuna file AMSTRAD (Cassetta) - Insectiv una cassetta

POSTOCOPER 9 MICHIES Azzerare il continore, se questo e il primo salvanappo. Prendese sampre sota del mastero,

per non cancellare quareo gia sulveto. Premare PLAY e RECORD sal regatratore. Scephere on numero de Elé (da 0 a 9) e premere

Americane a non accivere su tão qui salvate Lasciare intervalio di 10 seccedi tra le file

IL NUOVO GIOCO

ma un completo rifacimento.

Allenatore 2 presenta numerose novità, rispetto alla prima versione, ma conserva anche tutte le caratteristiche che hanno fatto di Allenatore

completamente ridisegnati. La tua squadra, adesso, gioca nello stile e nella formazione scelte da te, e puoi addirittura osservare e giudicare la prestazione dei singoli giocatori. Ci sono, anche, un'infinita di azioni, quali passaggi raffinati, contrasti, traversoni, pallonetti in rete, tuffi del portiere, marcature ad nomo, passaggi stretti, allunghi. Sulla versione per macchine a 16 Bit, c'é perfino il Replay

I cambiamenti apportati nelle tattiche, includono la marcatura ad

Ulteriori apporti sono rappresentati de partite di Coppa, Campionato completo a 92 squadre, Sponsorizzazioni, Funteggi, Tabella marcatore, un prù ampio Calcio Mercato, Allenamenti, ecc.

Ci sono tanti modi per giocare, e stamo certi che ti divertirat a

Ci sono tanti modi per giocare, e stamo certi che ti divertirai a

L'Allenatore 2, non è solo una versione potenziata dell'Allenatore 1,

l un enorme successo di vendite. I grafici delle azioni e le tattiche di formazione, sono stati

uomo, la scelta della formazione e le sostituzioni.